SHADOW RAIDERS I

Episode 14
'Worlds Within Worlds'

ENGLISH DIALOGUE SCRIPT

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ACT ONE

FADE IN:

EXT. SPACE - ONTHE BEAST PLANET

Reprise 9813 - repeat Beast Planet’s destruction of one of Rock’s Battle Moons.

Monstrous, enormous, blocking out all but the corona of the sun behind it.

MOVE CAMERA and in a burst of zooming speed travel the entire planetary system, past Fire, through the orbits of Bone and Rock (planets not seen as they're in a different part of their rotation), past Ice, and come to the Alliance fleet and the Battle-Moons, arrayed where Remora used to be. A Battle-Moon is completely blown to nothing. Bits of debris are flying off in all directions from the remains of the Battle-Moon that was destroyed.

DEBRIS OF THEDESTROYED BATTLE-MOON

spins and spirals outward. Some of the chunks CRASH into the surface of the nearest intact Battle-Moon.

CLOSER on outside of the CONTROL NODE as a piece of destroyed moon crashes perilously close to it.

INT. CONTROLNODE OF BATTLE-MOON

JADE and GRAVEHEART are jarred by the impacts on the surface.

JADE
(1) All remaining Battle-Moons, full power to shields!

Graveheart goes to acomm-console.

GRAVEHEART
(2) Graveheart to Cryos...what’s your status?

EXT. AURORA

It's taken a beating and shows the effects of the previous battle against Remora.

INT. AURORA

CRYOS look stunned. We see Graveheart’s face on a monitor, along with PYRUS on another monitor.

CRYOS
(4) The destruction of the Battle-Moon has created a panic. Our fleet is scattered.

INT. PYRUS'SSHIP

PYRUS
(5) But why did the Beast attacked us from halfway across the system...?

INT. AURORA

CRYOS
(grimly rueful)
(6) Quite simply, to show that it can.

GRAVEHEART
(7)
Cryos, Pyrus assess the damage to your ships, and then get back to me. Graveheart out.

His image blinks out.

INT. THEBATTLE-MOON

Wearily, Graveheart turns to talk with Jade.

GRAVEHEART
(8) The only one who's actually faced the Beast Planet is Tekla. We could sure use her help...If only we knew where she was now.

CUT TO:

INT. PLANET ICE- ICE TUNNELS - MEANTIME

TEKLA continues moving deeper into the heart of Ice, following the signals from her scanner, accompanied by VOXX.

CAVE OF THE ICESPIDER

Tekla is so intent on the scanner, she almost walks into a giant spider-web made of crystallized, sparkling threads. She jumps back in fear.

TEKLA
(10) By the Matrix!

A gigantic ICE SPIDER is in the center of its web. It's a frightening-looking creature, though it makes no particular move in her direction. Tekla draws her weapon.

She takes aim and is about to fire, when ZERA'S HAND swiftly ENTERS FRAME and grabs the weapon.

ZERA
(11) NO!

Tekla whirls, startled to find LADY ZERA standing there.

TEKLA
(12) Lady Zera!? How--what are you doing here?! How did you find me?

ZERA
(13) It wasn’t all that difficult.

Zera glances at the ground, and Tekla follows her gaze, so we can clearly see the imprints of Tekla’s boots leaving a trail in the snow.

The ice spider moves slightly and Tekla whirls in readiness, but Zera steps in front of her, protecting the spider.

ZERA
(14) No, don't hurt it! The spider is an endangered species, very rare, and totally harmless.

Tekla looks dubious, but puts her weapon away.

TEKLA
(15) Very well...if you insist.

ZERA
(16) So, what are we looking for?

TEKLA
(17) We? There is no we. You must go back immediately. That is an order.

ZERA
(18) Since when do you order me? I am a princess, too, remember? Besides, I know my way around down here and you don't.

Zera turns and leads the way around the ice spider's web, looking back after a beat.

ZERA
(19) Well, are you coming? We haven’t a moment to lose.

Tekla SIGHS, glances at the spider and follows Zera around the web.

They move through spectacular ice scenery.

TEKLA
(concerned)
(20) Why? What has happened?

ZERA
(interrupting)
(21) Well, things looked really bad before I left, but Planet Rock's Battle-Moons arrived in time to help blow up Remora.

TEKLA
(uncertain)
(22) Then, we've won?

ZERA
(23) Well, not exactly. The Beast Planet emerged from the sun right after that and destroyed one of the Battle-Moons.

Tekla is so disturbed by this, she has to grasp an ice pillar for support. Zera moves over to her, deeply concerned.

ZERA
(24) Tekla? Are you well?

TEKLA
Then what Voxx sensed was true. It is already here. Oh, Zera, we have so little time.

Tekla pulls herself together, and moves off faster than before. Zera runs after her.

TEKLA
(25) Come. We must hurry!

CUT TO:

109A EXT. OUTERSPACE - CONTINOUS

Establish Aurora, with Caldera alongside. NOTE: Firefighters return to it, trying to avoid the debris from the Battlemoon & Remora.

CUT TO:

INT. THEAURORA

They have Pyrus and Graveheart’s faces on their monitors.

CRYOS
(26) We have lost nearly half of the Alliance fleet in the battle against Remora.

INT. PYRUS’SSHIP

Likewise, Pyrus sees their faces on his monitors. NOTE: If we see his approach to the Caldera through the cockpit, it’ll sell that he’s in the Caldera next time we see him.

PYRUS
(27) So, what now? If we could just contact Femur--

INT.BATTLE-MOON

Graveheart and Jade look at the monitors. Jade clenches a fist.

JADE
(28) Forget him! When things got rough, he ran. If I could just get my hands on that worthless toad--

GRAVEHEART
(29) That’s not important. If Femur thinks Planet Bone can stand against the Beast on its own... he's got a hard lesson coming.

Slow close up on a grim-faced Graveheart.

CUT TO:

112A EXT.PLANETBONE - SURFACE.

Establish Bone Palace, grounded Bone Fleet, and Clavicle.

CUT TO:

INT. PLANETBONE - EMPEROR'S PALACE - THRONE ROOM

PELVUS fawns as FEMUR paces in agitation back and forth on the dais in front of his throne.

FEMUR
(29A) My ears are burning.

PELVUS

(30)Oh tut tut .Please, your Imperiousness, you're needlessly distraught.

FEMUR
(31) Keep tryin' to get through to Lamprey, will ya, Pelvus! We gotta make a deal or that giant planet-muncher's gonna be pickin' us outta its teeth.

PELVUS
(32)Very well, but Sire, there is a more (pause)urgent matter for you to discuss.

FEMUR
(33) More urgent than bein' doomed? What's that?

PELVUS
(34) Your Bone Warriors are most unhappy you ordered them to flee the battle. They are, after all, ferocious fighters, not cowards like...er...um...

Femur glares down at him.

FEMUR
(35) Go ahead. Finish that sentence.

PELVUS
(CHANGING THE SUBJECT)
(36) At any rate, they feel dishonored, your Voluminousness.
(slyly)
And you do know what that means.

CLOSE ON FEMUR - as he suddenly looks very scared and GULPS.

FEMUR
(37) B-b-but nobody has done a better job than me as Emperor. You don't think they'd really -- ?

PELVUS
(38) Oh, I'm sure everything will be just fine. Now, why don't you just sit you're little self down and relax?

FEMUR
(39) Relax? Who can relax at a time like this?

He stands next to the throne as we MOVE CAMERA AROUND to the back of the throne chair where we see it has been booby-

trapped with several nasty devices, bomb-like, ready to pierce the chair with wicked blades or simply explode.

FADE OUT

END OF ACT 1

ACT 2

FADE IN:

EXT. OUTER SPACE- CONTINUOUS

Still almost eclipsing the sun, the BEAST PLANET continues to move slowly, relentlessly, toward the general direction of Planet Fire.

INT. ICE CAVERNS- CONTINUOUS

Tekla, Voxx and Zera continue following the scanner.

ZERA
(40) Tekla, you never answered my question about what we are looking for.

TEKLA
(41) That is because I do not know what I am looking for.

Zera gapes at her.

ZERA
(42) But if you don't know what your looking for....

TEKLA
(43) I simply... learned things from Lamprey while we shared my mind.

TEKLA
(44) There is a secret hidden in this planet. I must discover it, no matter what the cost.

They come to a perilously thin arch of ice and move cautiously to the edge of the chasm it spans.

They look down into a chasm with no visible bottom, disappearing into blue vastness. A chunk of ice CLATTERS

when Zera's foot hits it and bounces down into the chasm, the SOUND of it growing fainter and fainter as it disappears.

VOXX
(45) Bottom of chasm is beyond this unit’s local sensor range.

TEKLA
(46) Then we'd best not find out how deep it is the hard way.

ZERA
(47) I'm the lightest. I'll go first.

TEKLA
(48) No, wait-- Zera!

But Zera has already moved onto the ice bridge. It CREAKS and GROANS ominously beneath her feet. When she has just about reached the center, it begins to CRACK and SHATTER! She quickly leaps to the far edge as the center of the bridge falls into the chasm.

Zera looks across the chasm with distress.

ZERA
(49) Oh, Tekla, I am so sorry.

TEKLA
(50) Don't be, little one. It wouldn't have held me anyway.

Tekla frowns as she consults her scanner, turning it in different directions with negative results.

TEKLA
(51) No good. This is the only path. Stand back!

She backs up, makes a running start, runs across the remaining part of the ice bridge and LEAPS, broad-jumping for all she's worth. It carries to the other side of the broken section, but just barely. She teeters and would go over the edge, but Zera is there to grab her and pull her the rest of the way to safety.

Tekla gives her a brief, but heartfelt smile.

TEKLA
(52) Thank you, Princess. I am in your debt.

Zera is so pleased, she could explode.

CUT TO:

EXT. BEASTPLANET AND PLANET FIRE

The Beast Planet isn't within range of Fire yet, but give us a nice dramatic shot to show that it's definitely on the way and make a size comparison between the two. Big and ominous.

EXT. THE BEASTPLANET

Move in on it, closer, closer. Then portals open all over the surface to reveal weapons. Hordes of Drone warships pour out of the Beast Planet

WIDER ON BEASTDRONES

as seemingly endless numbers of them leave the Beast Planet and head for Planet Fire.

CUT TO:

INT. ICE - ICECAVERN

Tekla, Zera and Vox xenter a gigantic ice cavern, an eerie underworld of ice columns and spires.

Tekla continues to follow the signals from her scanner. GROWLING SOUNDS make them pause, but the sounds stop when they stop. They start to move and the GROWLING starts. Tekla looks to Zera. Zera is looking around in alarm.

TEKLA
(53) Am I imagining things?

ZERA
(nervously)
(54) Oh, dear.

TEKLA
(55) Oh, dear?

ZERA
(56) This time, we are the endangered species. They're wild ice fleas! Run!

Zera runs. Tekla reacts with alarm and runs after her but they slide to a dead stop.

Suddenly, ICE FLEAS (without cannons) pop up all around her--above, below, to the side (wherever)--and move in on them. (SFX: flea sounds)

Tekla draws her weapon and FIRES! A flea dissolves to shards.

Fleas continue to whirl around, Tekla trying to take them out and keep moving as the fleas advance on them, spitting naninite mist as they get closer.

Finally, one of the fleas blocks Tekla's way, but she doesn't see it in time while dealing with a flea behind her. She takes that one out, but the other one hits Voxx and her with ice mist. The mist congeals into ice around her. She and Voxx become an ice statue.

Zera turns to see this, which allows a flea to come up behind her.

ZERA
(57) Tekla, hold on! I'll...

But the flea spits mist at Zera and, in a split-second, Zera is also encased in ice. The two are helplessly frozen as the ice mites advance on them.

CUT TO:

EXT. SPACE - THEALLIANCE FLEET

A disorganized batch of Ice ships fleeing in different directions (multiple shots)The batttle still raging heavily, they slow down in response to the commands from the irking.

CRYOS (VO)
(58) King Cryos to Ice Fleet. Regroup inside the orbit of our home world and await further orders.

The ships turn and begin to form organized wings and head in the same direction, toward the only planet nearby, Ice.

INT. BATTLE-MOON- CONTROL NODE - CONTINUOUS

Graveheart addresses Pyrus on a monitor.

GRAVEHEART
(59) Pyrus, bring your fleet along as well. We're moving the Battle-Moons to a position between Ice and Rock.

INT. CALDERA

But suddenly, the VIZIER'S worried face fills another monitor.

INT.BATTLE-MOON

Jade and Graveheart see both Pyrus and the Vizier.

VIZIER(FILTERED)
(60) My prince! The enemy has sent an overwhelming force against us! Planet Fire is in mortal danger!

VIZIER (FILTERED)
(61) WE CANNOTSTAND ALONE! YOUR WORLD NEEDS ITS LEADER... AND IT NEEDS YOU now!

PYRUS (FILTERED)

(62) Graveheart, we have to do something to protect my world!

GRAVEHEART
(63) Then we'll need the Battle-Moons to--

INT. CALDERA

But Pyrus is concerned about his planet and not listening.

PYRUS
(interrupting)
(64) No, they move too slowly! I can't wait! I am ruler of Planet Fire and I have to think first of my homeward!

He punches a button.

PYRUS
(65) Fire Fleet --follow me!

EXT. CALDERA ANDFIRE FLEET

They turn and race off at top speed!

INT.BATTLE-MOON

The monitors are blank now.

GRAVEHEART
(66) Pyrus, no ...Pyrus!

Pyrus doesn't answer. Graveheart and Jade look grim. Cryos' face can be seen on another monitor.

CRYOS
(67) In truth, as a fellow monarch, I cannot blame him. But do we let him stand alone?

(68)GRAVEHEART
Of course not. Lets just hope Planet Fire can hang on until we get there.

END OF ACT 2

ACT 3

FADE OUT

FADE IN:

EXT. OUTER SPACE- CONTINUOUS

as the seemingly-endless hordes of Drone Ships launch their attack on Planet Fire, the Beast Planet is beginning to loom closer in the BG.

INT. FEMUR'STHRONE ROOM

Pelvus approaches with a platter of cannolis which he sets on a pedestal near the throne. Femur continues to pace in agitation in front of his booby-trapped throne.

PELVUS
(69)Now, now, have a nice cannoli, Your Extravagance.

Femur comes over and grabs one.

FEMUR
(70) Who can eat at a time like this?

Pelvus, arms stretched, bows to Femur. He takes a big bite, scowls.

FEMUR
(71) Feh! I hate fruit fillings.

He tosses the rest of it over his shoulder. It bounces off the back of the throne and lands on the seat. Pelvus gasps and runs for his life toward the doors. This instantly SETS OFF all the booby traps! In a flurry of sparks and mini-explosions, knives are sent bursting through the seat from all directions, parts of the throne explode, one thing after another.

Femur gapes as more traps begin to spring at him: heavy objects falling from the ceiling, guns open in the walls and fire beams. Femur gyrates madly avoiding each one by no more than a hair.

FEMUR

(72) (undulating howl of horror)

OUTSIDE THRONE ROOMDOORS - PELVUS

races out and slams the doors shut then leans against them. For several long BEATS we HEAR a series of escalating sounds of GUNFIRE, EXPLOSIONS, THUMPS, BLAMS and so forth (the kind of sound medley that invites all sorts of imaginings).

Finally, there is silence. Hold the silence a BEAT. Pelvus gets a look of delighted expectation. He throws open the doors, fully expecting to see puree of Femur inside.

PELVUS
(fake "distress")
(73) Oh, horrors! It appears the poor poor Emperor is --

Femur dashes out, his butt on fire.

PELVUS
(shocked, disappointed)
(74) -- alive?!

Femur races to a basin of water and sits in it, looking like he's been through a meatgrinder.

FEMUR
(75) Pelvus...

Pelvus sidles over, very nervous.

PELVUS
(76) Ah...yes, Your Pomposity?

FEMUR
(77) I'm beginnin' to think running away from that battle was a worse idea than stickin' around!

CUT TO:

INT. PLANET ICE- ICE CAVERN

Come back on Teklaand Voxx where we left them, sealed in a cocoon of ice.

Zera, also encased in ice, shatters herself free, as though the ice were no more thana nuisance.

She makes an adjustment to her weapon, then aims it at the ice-encased Tekla/Voxx. It emits a careful, low sonic HUM and a high-beam ray of power. The ice shatters and Tekla and

Voxx are freed. The ice mites quickly advance on them as they make a dash for an exit.

ZERA

(77A) RUN!!

Inside the corridor, Tekla leaps and spins firing her weapon and sending large chunks of ice on the mites, crushing them.

ZERA
(78) Are you Alright?

Tekla nods weakly.

ZERA
(79) THAT WASTHE LAST OF THEM, BUT I DO HOPE WE ARE GETTING CLOSE TO... <u>whatever</u> it is.

Tekla consults the scanner. The intensity of the SCANNER SOUNDS should increase a bit.

TEKLA
(80) Yes, the readings are very strong now. We're almost there!

INT. ICE - ICEHENGE

It's a version of our well-known Stonehenge done in ice inside an ice cavern. The center is an empty circular area about 12 feet. The floor is metal instead of ice, actually our first TELEPOD, though we do not know that yet. Tekla and Zera enter and look around in confusion. NOTE ABOUT STAGING: Do NOT let Tekla or Zera stand on the TELEPOD until specifically called for in the scene. Keep them slightly to one side of center.

They enter. The scanner is making a NEW BEEP indicating this is the end of the journey.

TEKLA
(81) This is it.

ZERA
(82) But... there is nothing here. Is this someone’s idea of a joke?

TEKLA

(83) I cannot have come all this way for nothing! There must be something here.

At this point, Zera has moved away from her toward the center of the TELEPOD

ZERA
(84) Do you think this odd design might tell us something?

Move to Tekla (so we don't see Zera at all) as she studies the structure.

TEKLA
(85) You mean it’s not a design you've seen before, Zera? Zera?

Silence. Tekla whirls around and Zera is gone!

TEKLA
(86) Zera! Where are you?!

She quickly steps into the center of the circular design, Voxx beside her. A split-second later, a dome of energy forms over the TELEPOD, and Tekla and Voxx vanish from sight.

CUT TO:

EXT. BEASTPLANET

It continues to pour Beast Drone ships toward Fire.

MOVE AROUND the surface to another part of the Beast Planet Here, the BP raises to the surface a weapon itself the size of a Battle-Moon .It should look slightly different than some of the other weapons on its surface. It belches forth a colossal BALL OFNULL-ENERGY.

The Null-energy blasts toward the Battle-Moons (and it's the same size as the moon). The outer moons aren't its target -- it heads for the moon at the dead center -- where Graveheart and Jade are.

INT.BATTLE-MOON

KLAXXONS go off. They swivel around to their controls and REACT with horror to what they see.

GRAVEHEART
(87) By Mantle’s Crown. That’s pure null energy. All ships, pull back, defensive positions.

Graveheart turns quickly to Jade.

GRAVEHEART
(88) Jade--

JADE
(interrupt)
(89) I’m on it, but I don’t think we can out run it.

CUT TO:

INT. ICE - WORLDENGINE CONTROL ROOM

As the energy dome vanishes from around her, Tekla finds herself in utter darkness, standing on an identical TELEPOD base. For now, this is the only light and Tekla and Voxx are the only things we can see in this light, but we should get the sense they're in a large, dark space.

ZERA
(90) I don’t know what just happened but was that cool or what?

Tekla glances around and sees Zera, who is quite unhurt, standing nearby, just off the telepod.

TEKLA
(91) It appears we were just teleported, but how? and where are we?

Zera turns, taking to Tekla.

ZERA
(92) I don’t know, but it would help to find the light switch.

GO VERY CLOSE on Tekla and Zera so that we will see only their reactions, but no hint of the background or surroundings yet as other lights COME ON, bathing them in their glow. They REACT with awe.

TEKLA
(93) Incredible!

CUT TO:

EXT.BATTLE-MOON

The ball of null-energy heads inexorably toward it.

INT. CONTROLNODE OF BATTLE-MOON

Jade looks around desperately. A holographic projection shows the null-energy ball will impact across one side of them.

JADE
(94) Focus all shields at the projected point of impact! NOW!!!

EXT.BATTLE-MOON

We see a concentrated glowing patch of force field energy appear on one side of the Battle-Moon. The null-energy ball moves closer, closer...and IMPACTS on the shield! There's a spectacular display of pyrotechnics as positive and null energy interact.

INT. CONTROLNODE OF BATTLE-MOON

They're heavily battered. Lights FLICKER! ALARMS go off! Systems SHORT OUT!

EXT.BATTLE-MOON

But it works! The null-energy ball has drained nearly every bit of spare energy, but it is deflected and continues on its way with only a slight change in course. Only now it has grown larger, having absorbed energy from the force fields.

INT.BATTLE-MOON

Graveheart turns to Jade.

GRAVEHEART
(95) You did it. We’re safe.

But Cryos suddenly appears on the monitor, reacting with disbelief.

CRYOS
(95B) Tell me I am not seeing this...

JADE
(grim)
(96) The deflected null-energy is now directly on course...for Planet Ice.

CRYOS
(96B) The instant it touches any part of my home world, both will be destroyed.

Graveheart swiftly turns to this controls.

GRAVEHEART
(97) All ships, take that sphere out, now!

EXT. THE FLEET

As one, they race after the null-energy and begin to FIRE at it. But the null-energy absorbs their blasts and GROWS as one by one the fleet disintegrate into the null energy.

INT. AURORA

CRYOS
(98) Graveheart, break off the attack. We are only feeding it more energy.

CLOSE ON CRYOS - as grim as we've ever seen him

CRYOS
(99) I fear there is nothing we can do. My world...MY DAUGHTER...are lost.

CUT TO:

INT. ICE - WORLDENGINE CONTROL ROOM

Now we see what Teklaand Zera see, the banks of controls that control the WORLD ENGINE. At the moment, they're inactive. Tekla and Zera move over to them, looking them over in wonder and awe.

TEKLA
(100) Controls for some sort of machine...but what?

ZERA
(101)Uh (pause) A really fancy video arcade?

VOXX
(102) Configuration does not match any known technology.

Zera reaches out as though to touch something and draws back sharply in surprise when a portion of the machinery suddenly comes to life on its own as an ALARM goes off! Various lights on the controls spring to life. A HUM pervades the air.

COMPUTER VOICE
(103) Warning! Warning! Impact imminent.

TEKLA

(104) Impact?! With what?

A holographic projection of the null-energy ball heading toward Ice appears in the floor of the telepod next to Tekla and Zera.

COMPUTER VOICE
(105) Contact with null-energy will result in total planetary destruction.

ZERA
(106) We have to do something!

COMPUTER VOICE
(107) Recommend maximum thrust until planet has achieved clearance.

TEKLA
(108) Maximum thrust of what?

COMPUTER VOICE
(109) World engine.

ZERA
(110) World engine? Are you serious?

TEKLA
(111) Yes, MAXIMUMTHRUST NOW!!!

Tekla and Zera turn to follow each new piece of machinery that springs to life around them. The HUM increases and power Gauges light up.

COMPUTER VOICE
(112) Activating pre-flight systems.

Another visual display shows a force field taking shape around the outer atmosphere of the planet.

COMPUTER VOICE
(113) Activating atmospheric integrity shield.

Another visual display shows lines of magnetic force swirling around the planet from pole to pole.

COMPUTER VOICE
(114) Activating gravity matrix.

Citizens of Planet Ice look on in awe as the force field grows around them. Blasts of energy exude from Planet Ice as the World Engines begin to fire up. Finally, everything lights up and a TREMENDOUS ENGINE SOUND fills the room, almost overwhelming Tekla and Zera.

COMPUTER VOICE
(115) WORLD ENGINE ATMAXIMUM THRUST.

CUT TO:

INT.BATTLE-MOON

Graveheart sadly looks down on the monitor, we see Cryos' head is bowed as they wait the inevitable end. Graveheart looks up at the monitor showing Ice and the approaching Null-energy ball and he does a major double-take.

GRAVEHEART
(116) Cryos, look! Planet Ice is...moving!!!

That makes Cryos' head whip up. He leans into the monitor.

CRYOS
(117) By the Glacier! How...?

Suddenly, the two men look at one another in a flash of realization.

GRAVEHEART/CRYOS
(in unison)
(118) Tekla!

EXT. SPACE - ONPLANET ICE

It's slow, it's ponderous, but the planet is definitely moving. The null-energy ball gets closer, closer and JUST BARELY MISSES! The outermost edge of the null-energy ball passes within a centimeter of the outermost edge of Ice's atmosphere, but doesn't touch it.

CUT TO:

318A INT. WORLDENGINE CONTROL ROOM

Tekla and Zera hug one another with sheer relief and joy.

ZERA
(120) Wait until father sees <u>this</u>!

CUT TO:

Ice sails majestically onward, as the null-energy ball continues on into the emptiness of space beyond.

INT. AURORA

Cryos REACTS with relief. The crew cheers with joy!

CRYOS
(119) Thank the Frost.

Cryos recovers his composure and speaks to Graveheart on the monitor.

CRYOS
(121) We must learn how this miracle was performed, my friend.

GRAVEHEART
(122) I'm with you on that one. We're setting course for Ice, top speed!!

EXT. AURORA

Turns and heads for Planet Ice as fast as it can go.

GRAVEHEART (VO) (cont'd)
(123) Who knows? With all this power beside us, we might actually stand a chance.

FADE OUT

THE END